# ARIZONA FUTURE PROBLEM SOLVING INC. $2002 \sim 2003$

Opening doors to student imagination since 1974, the Future Problem Solving Program offers new and exciting learning paths. Discovering rich and varied ways of thinking, students experience the excitement of creative thinking and the thrill of resolving difficult problems with unique solutions when they participate in FPSP.

# Future Problem Solving teaches students how to think, not what to think.

A commitment to the Future Problem Solving Program aids students in discovering and developing their creative problem solving skills.

## The Future Problem Solving Program (FPSP):

is student centered and action oriented.
prepares students for constructing a positive future.
applies across the academic curriculum and within different disciplines.
involves teaching and learning of processes.
provides opportunities for students to apply process tools and methods to
real life problems.
holds a commitment to continuous improvement and innovation.
incorporates Arizona Education Standards.

The FPSP six-step creative problem-solving model serves as the foundation for building dynamic thinking processes.

- 1. Identify challenges related to the topic or future scene.
- 2. Select an underlying problem.
- 3. Produce solution ideas to the underlying problem.
- 4. Generate and select criteria to evaluate solution ideas.
- 5. Evaluate solution ideas to determine a "best" solution.
- 6. Develop an action plan.

## How do schools participate?

Participation begins with the training of a school-approved coach who will manage the program. Coaches may be teachers, parents, or volunteers from the community. Coaches receive training by attending an AZFPS sponsored workshop. School systems may request on-site training for eight or more participants. Workshops are conducted by the Affiliate Directors or FPS trainers. A workshop fee is charged.

# ARIZONA FUTURE PROBLEM SOLVING, INC.

# Preparing Today's Students for Tomorrow

## PROGRAM COMPONENTS

Each component incorporates Arizona State Standards. Evaluation includes feedback for continuous improvement.

# Future Problem Solving (FPS) Competitive

Team/Individual

## **Grades 4-12**

FPS students first learn the creative problem solving process through a practice problem. Next the teams complete an Affiliate Bowl qualifying problem. The top teams from registered schools in each division are invited to participate in the Affiliate Bowl in March.\* The first place team in each division will represent Arizona at the International Conference at the University of Connecticut in June 2003.

Fees: \$90 per team, includes two evaluations.

\*Teams who participate in Affiliate Bowl are assessed an additional fee.

## Action-based Problem Solving (AbPS) Non-competitive

## Primary Level, Grades K - 3

Upper Levels, Grades 3 - 8

AbPS is problem solving for the whole classroom. The classroom teacher chooses areas of concern from the current AbPS list and incorporates the issues into the classroom curriculum by using the AbPS model.

Fees: \$65 per team. Includes two evaluations, one each semester

## **Community Problem Solving (CmPS)**

Team/Individual

### **Grades 4 -12**

CmPS focuses on real community problems. A community problem may be identified within the school, local, state, national, or even worldwide community. After selecting a problem situation, teams of two or more students use the FPS process to reach a solution. They develop a plan to carry out the solution and take action! AZFPS provides guidance and evaluation. Winning teams in each division may qualify for the International Conference at the University of Connecticut, Storrs, CT.

**Fees:** \$65 per team. Includes guidance and evaluation.

## **Scenario Writing**

Individual

### Grades 4 - 12

Scenario Writing offers individual students an opportunity to exercise their creative writing skills. Using one of the five FPSP topics, students develop and polish their creative writing techniques while following a format. FPSP scenarios are limited to 1500 words and must be placed 20 years in the future.

**Fees:** \$65 per Scenario Entry. Includes two evaluations

# Contact Affiliate Directors about the components

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# ARIZONA FUTURE PROBLEM SOLVING, INC. 2002 ~ 2003 Calendar

Coach	Train	ing V	Vorl	ksho	ps
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9 a.m.- 3 p.m. Saturday, September 7, 2002, ASU Memorial Union

9 a.m. - 3 p.m. Saturday, September 28. 2002 Amphitheater District Office. Tucson

• Focus on program components 

• Focus on evaluation

## Future Problem Solving Competition

Postmark Date Practice Problem, October 26, 2002 Qualifying Problem, February 3, 2003 Affiliate Bowl International Conference

ASU, November 2, 2002 ASU, February, 8. 2003 ASU, March 29, 2003 University of Connecticut

Evaluation Site and Date

June 5-8, 2003

## Action-based Problem Solving

1st semester problem before January 17, 2003 2nd semester problem before May 1, 2003

## Community Problem Solving

**Project Registration** December 17. 2002 **Project Summary** February 14, 2003 Final Project Submission March 11, 2003

## Scenario Writing

Postmark Date Returned to student Practice Scenario, October 28, 2002 November 20, 2002 Final Scenario, February 7, 2003 March 3, 2003 Winners to International Office March 7, 2003

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## FPS TOPICS

2002-2003 2003-2004

**Practice Problems** Sports Medicine and/or Smart Clothes and/or

> E-Commerce Rage/Bullying Nanotechnology Artificial Intelligence

**Qualifying Problem AZFPS Affiliate Bowl** DNA Media Impact

**International Conference** Worldwide Communication **Immigration** 

## Abps Topics

Choose 2, one for each semester

Water Pollution Global Warming\*

The Elderly Drugs \*

Trash, Trash, Trash Stress on Students \*

\*Upper levels only

# ARIZONA FUTURE PROBLEM SOLVING, INC.

"More than ever, an education that emphasizes general problem-solving skills will be important. In a changing world, education is the best preparation for being able to adapt."

Bill Gates, The Road Ahead

## ORDER SUPPORT MATERIALS

Future Problem Solving Program
PO Box 23720
Lexington, KY 40523-3720
1-800-256-1499
www.fpsp.org FPSolve@aol.com

**AVAILABLE NOW** 

2002-2003 RESOURCE MANUAL COACH HANDBOOK CmPS HANDBOOK STUDENT GUIDE for COMPETITION EVALUATION PRIMER

Arizona Future Problem Solving 4708 N. Calle Lampara Tucson, AZ 85718